coding

4 MIGRANT WOMEN RETURNERS

SCHOOL OF CODING

Elderberry

SAATHI HOUSE

symplexis

Info-def
INSTITUTO PARA EL FOMENTO DEL DESARROLLO Y LA FORMACIÓN

SILVERSAP
Coopérative de services à la personne et de la Silver économie

SCRATCH

Food Factory Software

Beginner

Activity scenario summary:

In this example we will code a project, which replicates the running of a **food factory** that produces cake.

This project will help you develop an understanding how coding is used in the food industry. As part of the activity participants will design a software in which the factory workers will be able to;

First, we are going to program a way to display the list of products and ingredient stocklists

- Display the list of products
- Display the ingredient stocklist with quantities and prices
- Log ingredients that have been used
- Show stock to be replenished
- Log quality control results

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Online template

Food factory- final template

Food Factory Scratch

Cake flavours

Ingredient stock

Log ingredient use

Stock to replenish

Log food tasting

Programming a menu like this takes time- all of your code will go in the chef sprite in this program (there is no need to worry about creating any new variables or lists or buttons as they are all there for you)
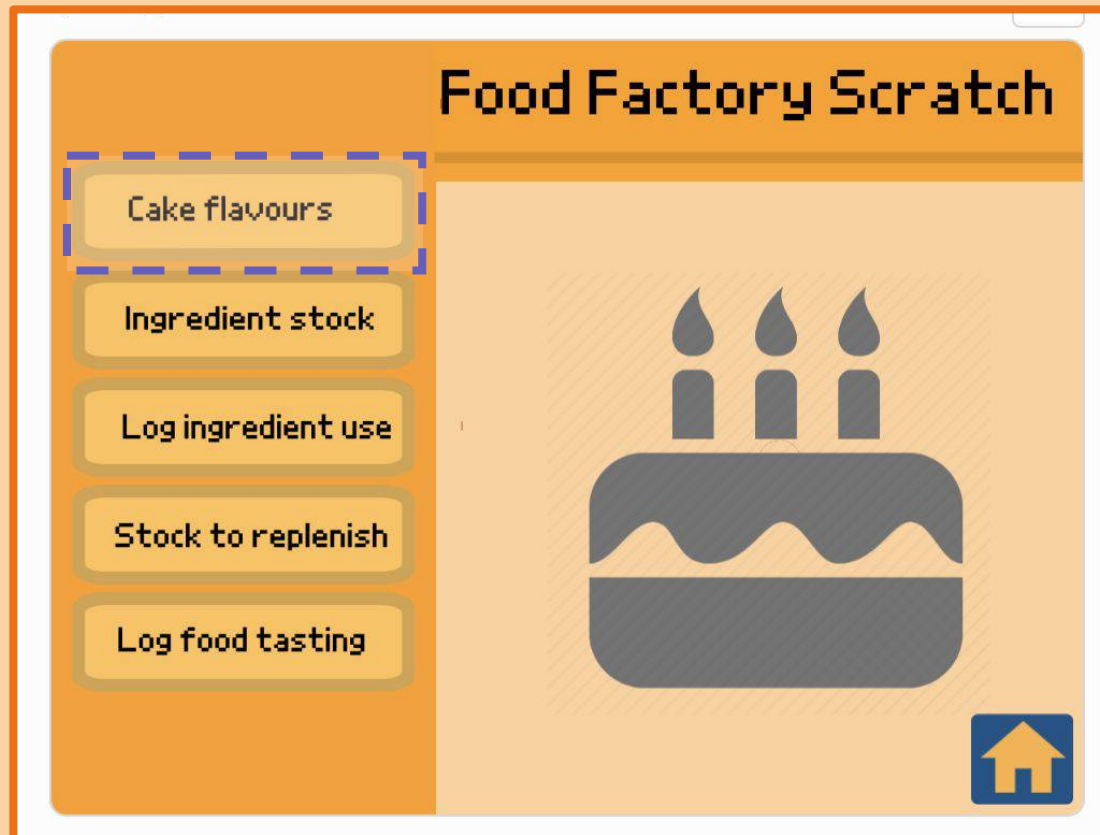
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Where to write the code…
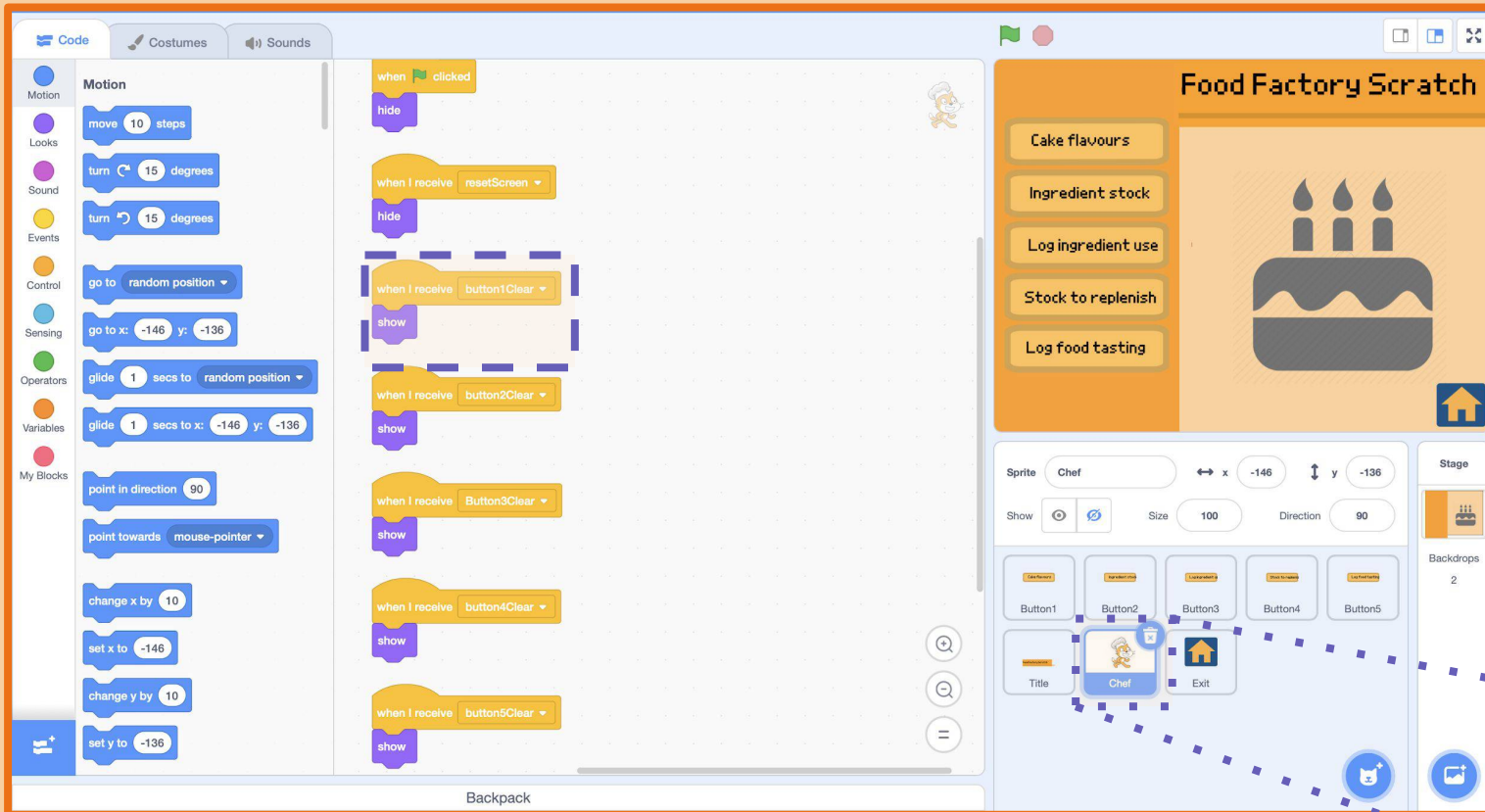
All the code will be written in the "Chef" sprite. The code for each button will be written under the yellow event block (for example the code for the "Cake Flavours" button will be under "button1Clear")

Cake Flavours

The first button we will program is the cake flavours button...

What will happen…

When clicked (after the code has been started by clicking the green flag), this button will display the list of products that the factory makes, in this case three different flavours of cake (strawberry, chocolate and vanilla) and their ratings (coded later)

Step 1

Talking chef...

When the button is clicked, whatever follows this event block will be carried out

Show just means that our "chef" cat sprite will appear in the corner, much like in the corner of this slide

The chef will then appear with a speech bubble and say the following text for 2 seconds, to inform the user what is being shown

when I receive button1Clear ▼

show

say This is the list of products made at the factory for 2 seconds

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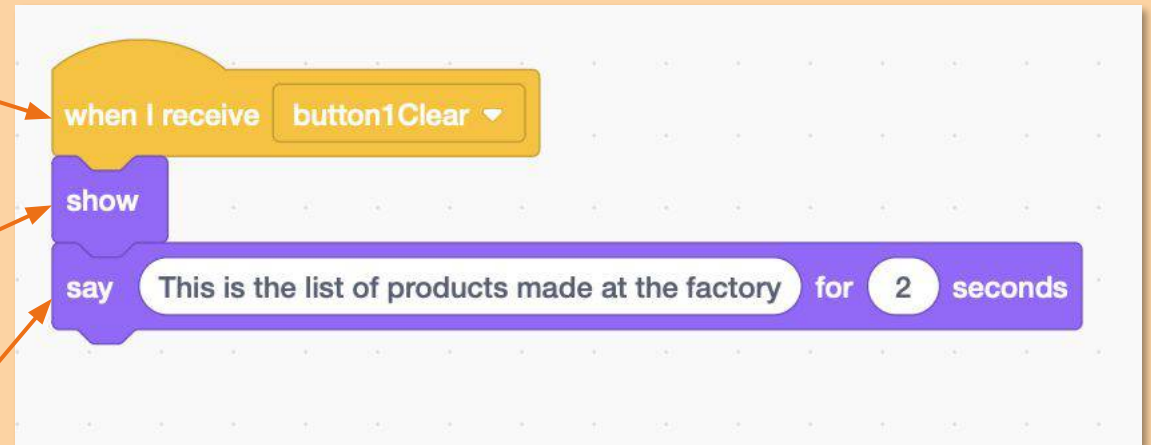
Step 2

Displaying the lists…

In scratch, when coding you will notice that you can interact with the menu when you enter commands, allowing you to drag the lists to wherever you want them on the screen

The "show list" function will just display both of these lists and their contents which has been added for you
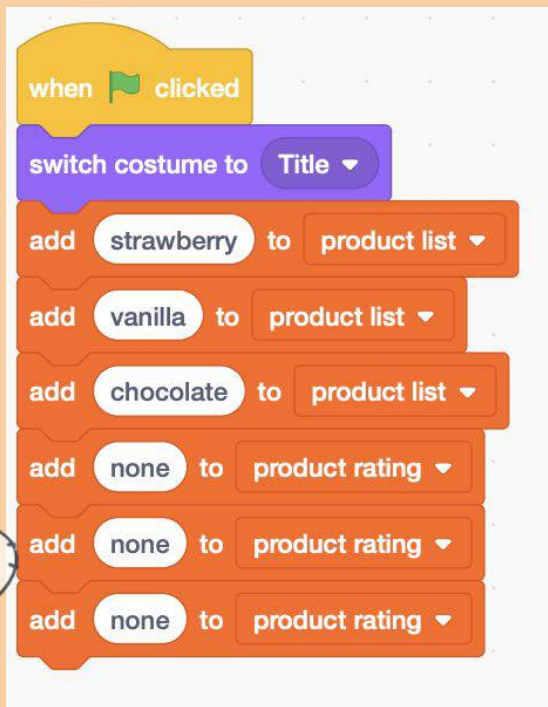
when I receive   button1Clear ▼

show

say   This is the list of products made at the factory   for   2   seconds

show list   product list ▼

show list   product rating ▼

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Inside the lists

This has been done for you!

You don't need to worry about programming this as it is built into the menu, but adding to lists is an important function
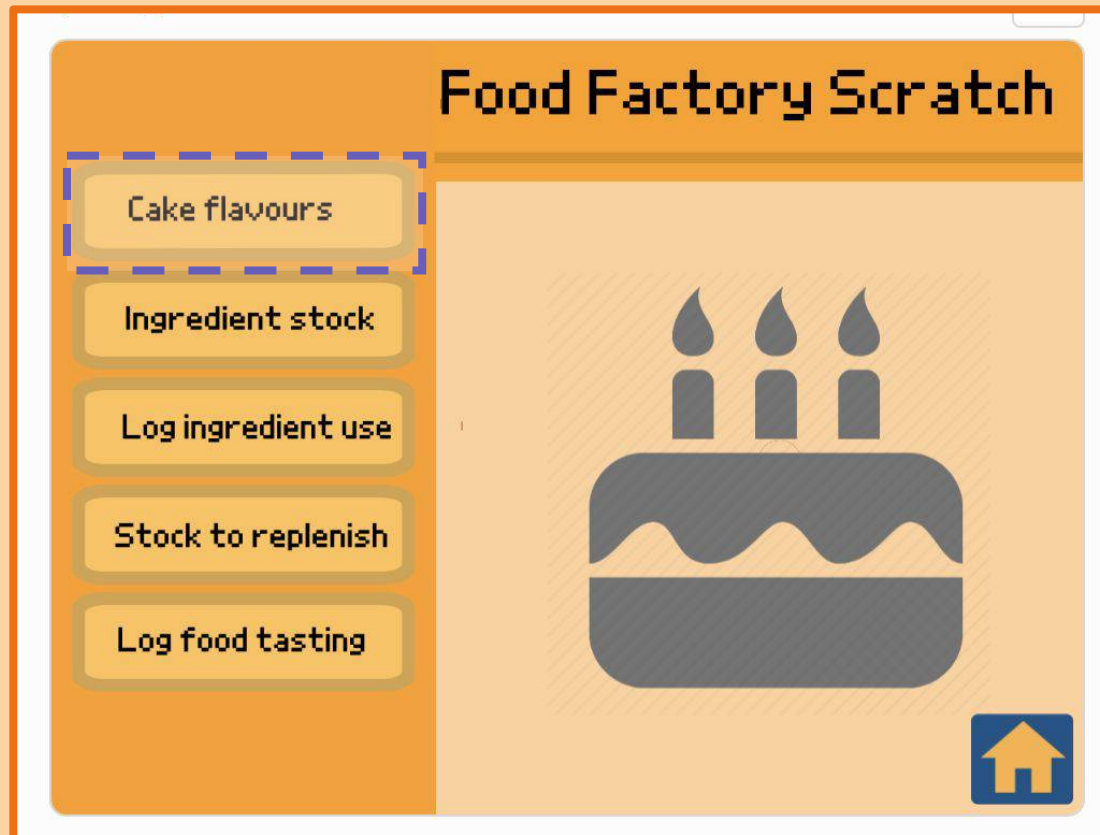
Ingredient stock

The second button we will program is the ingredient stock button...

What will happen…

When clicked, this button will display the list of ingredients that the factory uses to make each product and the cost of these ingredients (Remember: the lists are already made for you)
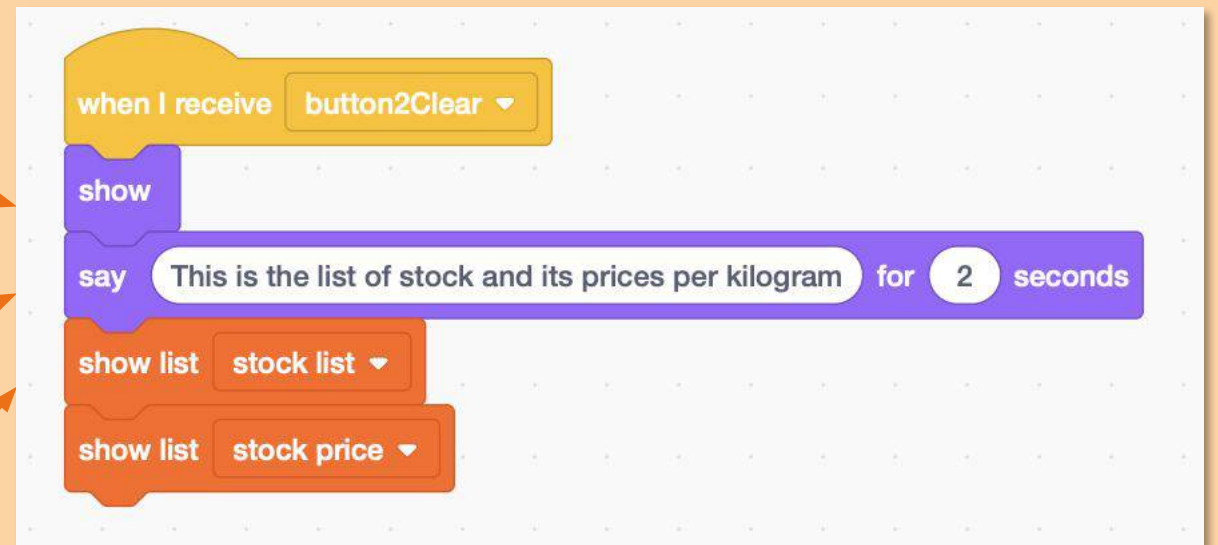
Step 4

The second button (which is very similar to the first)…

When the button is clicked, whatever follows this event block will be carried out

The chef will then appear with a speech bubble and say the following text for 2 seconds, to inform the user what is being shown

The "show list" function will just display both of these lists and their contents which has been added for you

The final code so far …

Congratulations!

You have completed the first two buttons in the food management software.

You are ready to move on to the intermediate level…